

Listing of Claims:

(Claims 1-81 have been cancelled and claims 82-101 have been added)

1-81. (Canceled)

82. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

assessing, during the session, at least one user's understanding to track performance; and

allowing some of the users to interact among themselves privately, separate from at least one other user.

83. (New) A computer-implemented group-learning method as recited in claim 82 further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

84. (New) A computer-implemented group-learning method as recited in claim 82 further comprising recording the session to allow for later playback.

85. (New) A computer-implemented group-learning method as recited in claim 82 further comprising registering the users for the session.

86. (New) A computer-implemented group-learning method as recited in claim 82 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

87. (New) A computer-implemented group-learning method as recited in claim 82 wherein at least one user's face can be seen on a screen by other users during the session.

88. (New) A computer-implemented group-learning method as recited in claim 82 further comprising allowing an instructor to observe a user during the session.

89. (New) A computer-implemented group-learning method as recited in claim 82 further comprising providing materials for a user to learn at the user's pace during the session.

90. (New) A computer-implemented group-learning method as recited in claim 82 further comprising:

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

91. (New) A computer-implemented group-learning method as recited in claim 90 wherein the user's notes can be saved to allow for later review.

92. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; and

allowing at least one user's face to be seen on the screen by other users during the session.

93. (New) A computer-implemented group-learning method as recited in claim 92 further comprising assessing, during the session, at least one user's understanding to track performance.

94. (New) A computer-implemented group-learning method as recited in claim 92 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

95. (New) A computer-implemented group-learning method as recited in claim 92 further comprising recording the session to allow for later playback.

96. (New) A computer-implemented group-learning method as recited in claim 92 further comprising:

- allowing a user to create notes on the subject; and

- allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

97. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

- setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

- allowing a user to share a drawing generated by the user with other users, with the user's changes in the drawing being seen by the other users in real time during the session;

- retrieving materials related to the subject during the dialog session for the group of users to share;

- allowing an instructor to observe a user during the session; and

- recording the session to allow for later playback,

- wherein the method also comprises registering the users for the session.

98. (New) A computer-implemented group-learning method as recited in claim 97 further comprising assessing, during the session, at least one user's understanding to track performance.

99. (New) A computer-implemented group-learning method as recited in claim 97 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

100. (New) A computer-implemented group-learning method as recited in claim 97 further comprising providing materials for a user to learn at the user's pace during the session.

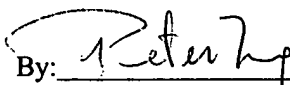
101. (New) A computer-implemented group-learning method as recited in claim 97 further comprising:

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

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